

Session/Game: 5 Hacks Deep #6 **Date:** September 13, 2020

Episode 6: Slaves of the Cannibal God

Campaign Date: February 2, 1130 AD—February 10, 1130 AD

Characters:

Tariq, Moorish, Venturer-1 (Quinton L.)
Sean the Irish Bastard, Irish, Templar-1 (Bob L.)
Johnny Venice, Italian, Venturer-1 (Dave N.)

DM: Lords of Hack DM Emulator

LOG:

February 2, 1130, Worm's Ferry to Red Lion

Tariq, Sean and Johnny Venice decide to take a trip to Kingston, for shopping, visiting the Templar Commandery and hijinks. They mount up their nags and trot down the trail south, however, near Red Lion they are ambushed by a band of 5 bandits along the roadside. The bandits' first charge is a surprise but ineffectual. Johnny Venice dismounts but is clubbed to the ground almost immediately. Sean kills one of the bandits, but his nag is spooked and bolts. The four remaining bandits swarm Tariq and club him to the ground too. Sean leaps from his horse and runs back toward his comrades, but he too is quickly clubbed down.

The three men awaken several hours later in the worst possible spot. They are naked, tied up in a dingy hut waiting to be sacrificed and eaten in honor of the Satanic Cannibal God. It turns out the bandits were actually cultists in service to a occult acolyte.

Using their experience as sailors, Tariq and Johnny loosen the knots and Sean muscles the loosened ropes fully open, gaining their release. Johnny Venice breaks apart a rough log manger giving them each a club to work with. They break a hole in the back wall of the shed and crawl out. Tariq sneaks around to one of the 2 cottages, avoiding the eyes of the cult, who are dancing around a bonfire in goatskin pants. He breaks into the cottage and discovers their equipment, cash and clothes inside and he proceeds to throw it all out the back window. Meanwhile, Johnny sneaks over to the other cottage and manages to find some clothes, but little else useful. He dresses, grabs some clothes for the others and creeps back out. He, however, is spotted by the cult on his way back to Sean at the shed. The cult gives chase, but they give up rather quickly. All of which allow Sean and Tariq to escape with the gear, but they did not find their horses.

The three men are bruised and broken, and Tariq has lost his right ear to his injuries. They decide, once they have reunited, that their best chance is to flee to Jorkvikburg and to rest and re-equip there.

February 3, 1130, Jorvikburg

Having gotten lodging at the Welcome Inn on George Street, near the gate, the team decides to split up and seek healing. Sean goes to the Cathedral, where Canon Sumpster is unable to heal his wounds. Then he goes to see the neurotic Father Peter of Ghent at the small church, which goes better, seeing most of his wounds healed. Tariq goes to the monastery of St. Martha and asks the hulking Father Uhtbrand to heal him. Uhtbrand agrees, although he is a little suspicious of helping a Moor, asking him to recite a Hail Mary first (which he almost succeeds at). Uhtbrand attempts the healing but fails. Tariq returns to the Inn has an Awesome Pie, sharing a second one with Johnny Venice.

Johnny decides to go on an epic pub crawl through Jorvikburg, looking for a draught of Liver Squeezings. He hits all the watering holes in town (even Whizzo's Alehouse) and is unable to find a single pint of Liver Squeezings.

February 4-5th, 1130, Jorvikburg

The team decides to rest for 2 days to heal up (Johnny gets a little Wound Wart to help the process). They are back on their feet just in time for an immense blizzard to begin dumping 3 feet of snow across the county.

February 6th, 1130, Jorvikburg

Tariq and Johnny Venice, both a little bored decide to get into a hot dice game over at Whizzo's Alehouse. They were gambling against 3 smooth operators named Slick, Shark and Fang. After all was said and done, Tariq had won about 6 gp, and Johnny Venice had lost 14.

February 7th, 1130, Jorvikburg

Tariq decided to sell off a glass lens he had in order to gain some quick cash. Retail price was 25gp, but selling it used would likely bring him about 8. He decided to do some in person wheeling and dealing to get a better price. He approached Theodoric the Alchemist and Mistress Grundy the herbalist, but his sales pitch ended with him being shown the door in both places. He had considerably more success with Mysterious Riley, another herbalist (and incidentally the brother of Brother Riley the warlock who was burned by Reeve Angus). Riley ended up buying the "Atlantean" lens for 18g.

February 8th-9th, Jorvikburg

All three guys idled away the time in snowbound Jorvikburg.

February 10th, Red Lion

When the paths were clear enough to travel the three healed adventurers, eager for vengeance headed south. On the road they were stopped by 4 militia men, led by Squire Babbage, a young noble from Castle Logan. They were at first suspicious and moved to arrest the suspicious travelers. Johnny Venice, however, roared forth spouting Latin-sounding gibberish, announcing forcefully that they were on a special mission from the bishop to stop the Cannibal God Cult. He pointed out that they had a Templar with them as proof. This so impressed Babbage and the militia that they offered to join the mission.

The bulked-up party returns to the lair of the Cannibal God Cult and surrounds it. As the militia, Babbage and Sean sweep in from the west, Johnny and Tariq each shoot a bolt into the evil acolyte leader, killing him. The cultists' morale breaks and they begin to flee. All of them are killed except for one, who escapes because of Johnny's poor marksmanship and unfortunate tracking attempts.

The party captures 1100gp, 200 of which they give to Babbage and the militia. Johnny decides to lay claim to the bandit/cult lair for his own (Little Venice, perhaps?).